



**Europäisches
Patentamt**

**European
Patent Office**

**Office européen
des brevets**



Bescheinigung

Certificate

Attestation

Die angehefteten Unterla-
gen stimmen mit der
ursprünglich eingereichten
Fassung der auf dem näch-
sten Blatt bezeichneten
europäischen Patentanmel-
dung überein.

The attached documents
are exact copies of the
European patent application
described on the following
page, as originally filed.

Les documents fixés à
cette attestation sont
conformes à la version
initialement déposée de
la demande de brevet
européen spécifiée à la
page suivante.

Patentanmeldung Nr. Patent application No. Demande de brevet n°

00250120.3

Der Präsident des Europäischen Patentamts;
Im Auftrag

For the President of the European Patent Office

Le Président de l'Office européen des brevets
p.o.

I.L.C. HATTEN-HECKMAN

DEN HAAG, DEN
THE HAGUE,
LA HAYE, LE

16/01/01

THIS PAGE BLANK (USPTO)



Europäisches
Patentamt

European
Patent Office

Office européen
des brevets

**Blatt 2 der Bescheinigung
Sheet 2 of the certificate
Page 2 de l'attestation**

Anmeldung Nr.:
Application no.: 00250120.3
Demande n°:

Anmeldetag:
Date of filing: 08/04/00
Date de dépôt:

Anmelder:
Applicant(s):
Demandeur(s):
DEUTSCHE THOMSON-BRANDT GMBH
78048 Villingen-Schwenningen
GERMANY

Bezeichnung der Erfindung:
Title of the invention:
Titre de l'invention:

**Method and apparatus for recording on a storage medium or replaying from a storage medium data
packets of a transport stream**

In Anspruch genommene Priorität(en) / Priority(ies) claimed / Priorité(s) revendiquée(s)

Staat:
State:
Pays:

Tag:
Date:
Date:

Aktenzeichen:
File no.
Numéro de dépôt:

Internationale Patentklassifikation:
International Patent classification:
Classification internationale des brevets:
G11B27/30, G11B27/10

Am Anmeldetag benannte Vertragsstaaten:
Contracting states designated at date of filing: AT/BE/CH/CY/DE/DK/ES/FI/FR/GB/GR/IE/IT/LI/LU/MC/NL/PT/SE/UK
Etats contractants désignés lors du dépôt:

Bemerkungen:
Remarks:
Remarques:

THIS PAGE BLANK (USPTO)

**Method and Apparatus for recording on a storage medium or
replaying from a storage medium data packets of a transport
stream**

5 The invention relates to a method and to an apparatus for
recording on a storage medium, or replaying from a storage
medium, data packets of a transport stream which data pack-
ets belong to at least one specific of several programs con-
tained in said transport stream.

10

Background

MPEG2 data streams contain time stamps for data synchronisa-
15 tion purposes and for determining in a decoder the presenta-
tion time and/or the decoding time for video and/or audio
data. An MPEG2 transport stream carries several programs and
is assembled of corresponding fixed-length transport packets
for these programs.

20

Invention

A specific MPEG2 program can be received by a DVB (digital
25 video broadcasting) receiver, e.g. a settop box, or an ATSC
(advanced television system committee) receiver, e.g. a
digital TV receiver. The data packets of that specific pro-
gram can be recorded on an optical medium using for example
a DVD Streamer recorder or DVD-RAM recorder. For the real-
30 time playback of recorded data packets - for instance MPEG2
transport packets according to the DVB-S standard - each
packet needs separate time information, i.e. a packet time
stamp. For that reason a timestamp is to be captured for
each data packet at recording time. However, capturing of
35 timestamps from a transport stream is a very time consuming
action in software implementation processing.

A problem to be solved by the invention is to provide in a processing time - in particular software-processing time - saving manner timestamps required for data packet recording or replaying. This problem is solved by the method disclosed
5 in claim 1.

An apparatus that utilises this method is disclosed in claim 4.

Consecutive MPEG2 transport packets do have an equal length
10 of 188 bytes each. Normally, equidistance can be assumed for such transport packets when originating from e.g. satellite or cable or terrestrial transmission. Advantageously it is therefore possible to capture transport stream timestamps for every Nth packet only and to merely calculate the miss-
15 ing timestamps. Thereby software-processing time is saved for generating the timestamps required for real-time bit-stream recording.

In principle, the inventive method is suited for recording
20 on a storage medium, or replaying from a storage medium, data packets of a transport stream which data packets belong to at least one specific program, wherein said transport stream originally includes data packets for a set of programs and wherein timestamps are assigned to the data packets
25 of said transport stream, and wherein:
- the timestamps for some of said recorded or replayed data packets of said specific program are original timestamps of corresponding data packets of said transport stream;
- the timestamps for the remaining recorded or replayed specific
30 program data packets are calculated using said original timestamps of said some data packets of the specific program.

Advantageous additional embodiments of the inventive method
35 are disclosed in the respective dependent claims.

In principle the inventive apparatus is suitable for recording or replaying data packets of a transport stream which data packets belong to at least one specific program, wherein said transport stream originally includes data packets for a set of programs and wherein timestamps are assigned to the data packets of said transport stream, the apparatus including:

- means for selecting from said transport stream timestamps and data packets belonging to said specific program, wherein timestamps for some of these data packets to be recorded are original timestamps of corresponding data packets of said transport stream;
- means for calculating the timestamps for the remaining specific program data packets to be recorded, using said original timestamps of said some data packets of the specific program;
- means for assembling and recording said specific program data packets together with said original and calculated timestamps on a storage medium;
- means for replaying the recorded specific program data packets together with said original timestamps and said calculated timestamps;
- means for evaluating said original timestamps and said calculated timestamps;
- means for assembling - under control of said means for evaluating said original and calculated timestamps - the replayed specific program data packets together with said original and calculated timestamps, corresponding to their original temporal position in the original transport stream.

Advantageous additional embodiments of the inventive apparatus are disclosed in the respective dependent claims.

Drawings

Exemplary embodiments of the invention are described with reference to the accompanying drawings, which show in:

- 5 Fig. 1 simplified block diagram of consumer reception equipment including a data recorder;
- Fig. 2 example of a transport stream containing data packets of four programs, and assembled data packets of one of these programs;
- 10 Fig. 3 block diagram of the signal processing part of a data stream recorder.

Exemplary embodiments

15

In Fig. 1 a transport stream from a transmitter TR is received at a transport stream input TI of a DVB decoder DVBDEC, e.g. a settop box. TR can be a satellite, an RF transmitter, a cable operator, a telecommunication network or any other source for a data stream with equidistant transport packets. One output of DVBDEC may be connected to a TV set or to a monitor. A further output of DVBDEC is connected to the recording input of a DVD Streamer DVDSTR or any other recorder for digital data. The replay output of

20 DVDSTR is connected to a streamer input SI of DVBDEC. Preferably the data recorder DVDSTR does not decode the MPEG2 transport stream, but it is also possible to use a data recorder which includes MPEG2 decoding and re-encoding.

In record mode, DVDSTR selects the packets for one or more programs out of the transport stream delivered by DVBDEC and assembles sector packs including for example 10 transport packets together with their packet headers, for subsequent storage. The quantity of programs that can be recorded depends on the maximum data rate of the storage device or on

30 its maximum processing power.

For real-time playback with DVDSTR each transport packet

must carry its own timestamp. A timestamp is a data word having a length of e.g. 4 bytes and representing a proceeding time information. For a software implementation processing it would be very time consumptive to capture the timestamp of each transmitted transport packet because the distance between the packets is approximately 40µs only. This value results from

$$(1/\text{net_transponder_bitrate}) * 188\text{byte} * 8\text{bit/byte} ,$$
wherein the net_transponder_bitrate is 38.9Mbit/s .

10

The upper part of Fig. 2 shows a transport stream TRS containing packets with video and audio data for programs A to D. Program A has been selected for the recording in DVDSTR. The begin of each MPEG2 packet is marked by a pulse

15 'start_of_packet' SOP which can be used to generate an interrupt signal for capturing a timestamp. For instance every Nth SOP in the transport stream is set as 'valid'. A timestamp TIS follows every SOP.

Following selection of e.g. 10 program-A transport packets from the transport stream, a sector pack SEC as shown in the bottom part of Fig. 2 is prepared for storage. A sector pack has a length of e.g. 2048 bytes and includes sector headers For replaying a correct timestamp is required for each packet of a sector. Therefore a timestamp for each packet of a sector needs to be recorded. Corresponding sector packet timestamps TIS can be calculated from the transport stream timestamps occurring at time instants $t_{\text{interrupt_k}}$ and $t_{\text{interrupt_k+1}}$ in the following way:

30
$$\text{sector_packet_timestamp } m = (\text{transport_packet_number } i * \text{transport_packet_distance}) + \text{initial_time}$$

wherein

$$\text{transport_packet_distance} = (t_{\text{interrupt_k+1}} - t_{\text{interrupt_k}}) / N;$$
$$\text{initial_time} = t_{\text{interrupt_k}} ;$$

35 N = quantity of transport packets between $t_{\text{interrupt_k}}$ and $t_{\text{interrupt_k+1}}$, N can be fixed or can be variable;

M = quantity of selected transport packets between $t_{\text{interrupt_k}}$ and $t_{\text{interrupt_k+1}}$;

sector packet No. m refers to the corresponding source packet No. i in the transport stream, i are values out of the range 0 ... N-1, m = 0 ... M-1.

If N is variable a corresponding value information can be recorded, too.

As an alternative, it is also possible to store when recording only the $t_{\text{interrupt_x}}$ timestamps and information about the number of intermediate packets of the other programs of the transport stream and the number of packets between the interrupts, and to calculate the missing sector packet time stamps when replaying.

In both embodiments the replayed sector packets are output from DVDSTR corresponding to the temporal position as depicted in the upper part of Fig. 2. The result is a transport stream in which the transport packets of the other programs are missing.

DVD Streamer DVDSTR may contain the following stages: The data stream recorder input signal STRI passes through a packet and timestamp selector P+TSSEL, a recording stage REC, a replay stage REPL and a packet and a timestamp assembling stage P+TSASS that provides the data stream recorder output signal STRO.

Stage P+TSSEL selects the packets carrying program A from the transport stream, and the transport stream timestamps occurring at time instants $t_{\text{interrupt_k}}$ and $t_{\text{interrupt_k+1}}$. The sector_packet_time-stamps are calculated in a timestamp processing stage TSPROC from $t_{\text{interrupt_k}}$ and $t_{\text{interrupt_k+1}}$ using above formulas, and are fed to stage REC for recording together with the corresponding sector packets. In a timestamp evaluation stage TSEVAL the sector_packet_timestamps are evaluated from the replayed sector data, and are fed to stage P+TSASS for outputting a data stream with correct tem-

poral position of the program A transport stream packets. P+TSSEL, REC and REPL are controlled by a controller CTRL that receives input from a user interface UI, e.g. the control keys on the front surface of the Streamer device.

5

In this description the base for capturing timestamps and for the numbers given is a 32-bit-counter with a clock frequency of 27MHz. The numbers given can be adapted correspondingly to any other application of the invention.

10

The invention can be used for video and/or audio recording based on MPEG2, MPEG1, MPEG4, AC-3 or any other coding standard. For the recording optical or opto-magnetic media like DVD or magnetic media like hard disc or tape can be used.

15

Claims

1. Method for recording (REC) on a storage medium, or re-
playing (REPL) from a storage medium, data packets (video
5 A, audio A) of a transport stream (TRS) which data pack-
ets belong to at least one specific program (A), wherein
said transport stream originally includes data packets
(video A, video C, video D, audio A) for a set of pro-
grams (A - D) and wherein timestamps (TIS) are assigned
10 to the data packets of said transport stream, **character-**
ised in that:
 - the timestamps ($t_{\text{interrupt}_k}$, $t_{\text{interrupt}_{k+1}}$, ... $t_{\text{inter-}}$
 $t_{\text{interrupt}_{k+1+n}}$) for some of said recorded or replayed data
packets of said specific program (A) are original time-
15 stamps of corresponding data packets of said transport
stream;
 - the timestamps for the remaining recorded or replayed
specific program data packets are calculated (TSPROC) us-
ing said original timestamps of said some data packets of
20 the specific program (A).
2. Method according to claim 1, wherein the replayed spe-
cific program data packets are real-time output (STRO)
corresponding to their original temporal position in the
25 original transport stream (TRS).
3. Method according to claim 1 or 2, wherein said timestamp
calculation (TSPROC) is performed for recording (REC) or
is performed (TSEVAL) when replaying (REPL).
30
4. Apparatus for recording or replaying data packets (video
A, audio A) of a transport stream (TRS) which data pack-
ets belong to at least one specific program (A), wherein
said transport stream originally includes data packets
35 (video A, video C, video D, audio A) for a set of pro-
grams (A - D) and wherein timestamps (TIS) are assigned

to the data packets of said transport stream, the apparatus including:

- means (P+TSSEL) for selecting from said transport stream timestamps and data packets belonging to said specific
5 program (A), wherein timestamps ($t_{\text{interrupt}_k}$, $t_{\text{interrupt}_{k+1}}$, ... $t_{\text{interrupt}_{k+1+n}}$) for some of these data packets to be recorded are original timestamps of corresponding data packets of said transport stream;
- means (TSPROC) for calculating the timestamps for the re-
10 maining specific program data packets to be recorded, using said original timestamps of said some data packets of the specific program;
- means (REC) for assembling and recording said specific program data packets together with said original and calculated timestamps on a storage medium;
15
- means (REPL) for replaying the recorded specific program data packets together with said original timestamps and said calculated timestamps;
- means (TSEVAL) for evaluating said original timestamps
20 and said calculated timestamps;
- means (P+TSASS) for assembling - under control of said means (TSEVAL) for evaluating said original and calculated timestamps - the replayed specific program data packets together with said original and calculated time-
25 stamps, corresponding to their original temporal position in the original transport stream.

5. Apparatus according to claim 4, wherein said means
(P+TSASS) for assembling output a real-time transport
30 stream.

6. Method or apparatus according to any of claims 1 to 5,
wherein the original ones of said timestamps ($t_{\text{interrupt}_k}$, $t_{\text{interrupt}_{k+1}}$, ... $t_{\text{interrupt}_{k+1+n}}$) of the re-
35 corded or replayed specific program data packets do have a fixed temporal distance (N) of a predetermined number

of original packets in said transport stream.

7. Method or apparatus according to any of claims 1 to 6,
wherein the original ones of said timestamps ($t_{\text{interrupt_k}}$, $t_{\text{interrupt_k+1}}$, ... $t_{\text{interrupt_k+1+n}}$) of the re-
5 corded or replayed specific program data packets are se-
lected ($P+TSSEL$) from said transport stream using
start_of_packet pulses (SOP) which are set as 'valid' or
'invalid'.
- 10 8. Method or apparatus according to any of claims 1 to 7,
wherein said transport stream (TRS) is an MPEG2 trans-
port stream.
- 15 9. Method or apparatus according to any of claims 1 to 8,
wherein said specific program data packets are recorded
or replayed using a DVD Streamer device (DVDSTR).
- 20 10. Method or apparatus according to any of claims 1 to 9,
wherein said storage medium is an optical or opto-
magnetic disc or a hard disc.

THIS PAGE BLANK (USPTO)

Abstract

MPEG2 data streams contain data packets for a set of programs and time stamps for data synchronisation purposes. An
5 MPEG2 transport stream is assembled of fixed-length transport packets. The received transport packets of at least one specific program of this set of programs can be stored using for example a DVD Streamer recorder or DVD-RAM recorder. For the real-time playback of recorded specific program data
10 packets each packet needs a separate time stamp. For that reason a timestamp is to be captured for each data packet at recording time. However, capturing of timestamps from a transport stream is a very time consuming action in software implementation processing. Therefore transport stream time-
15 stamps are captured for every Nth packet only and the missing timestamps are calculated. Thereby software-processing time is saved for generating the timestamps required for real-time bitstream recording.

20

Fig. 2

THIS PAGE BLANK (USPTO)

1/1

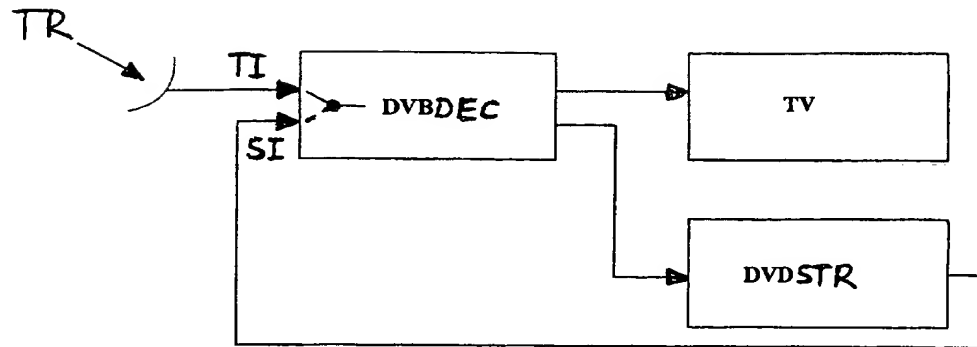


Fig. 1

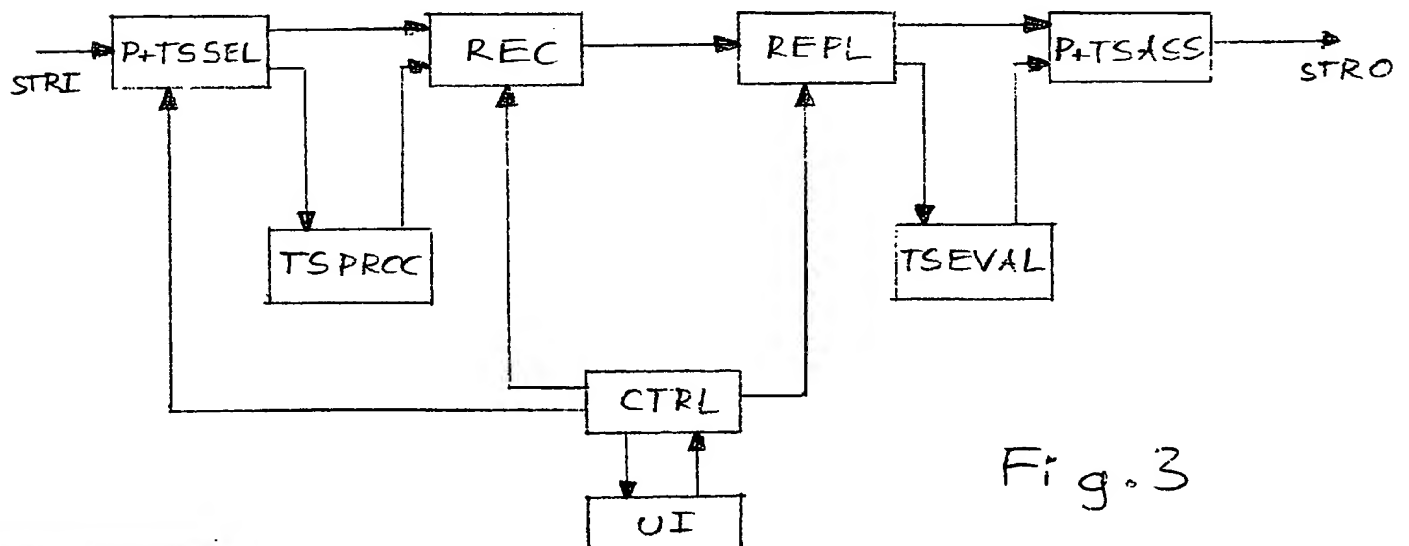
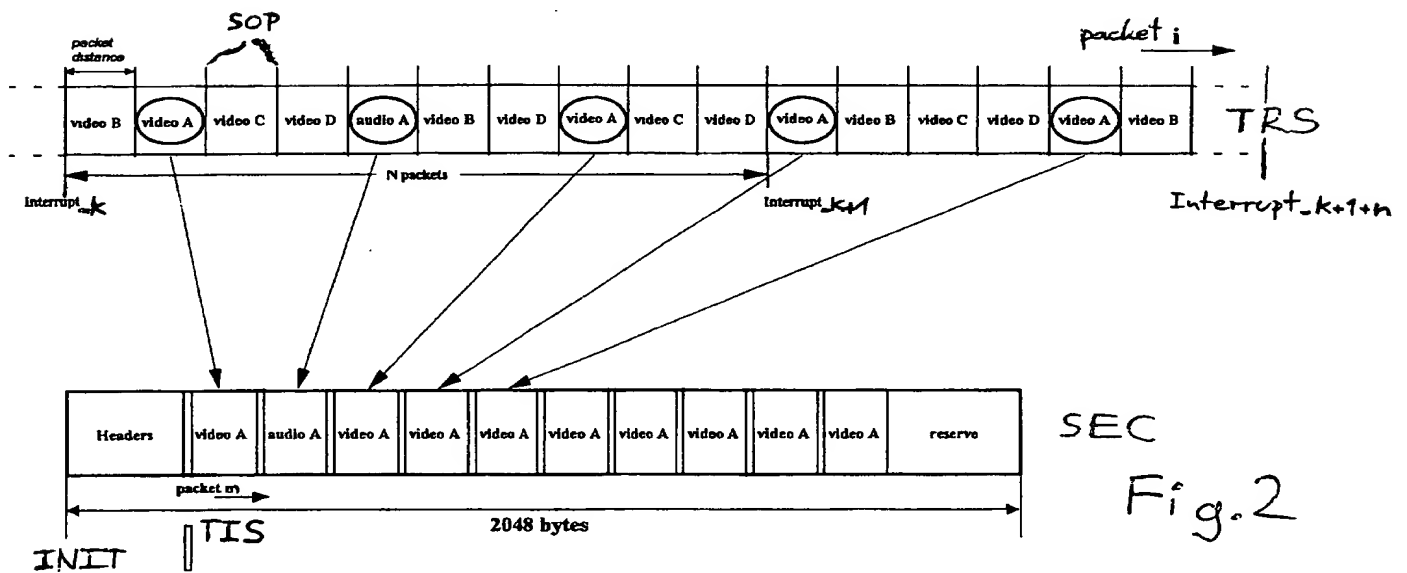


Fig. 3

THIS PAGE BLANK (USPTO)